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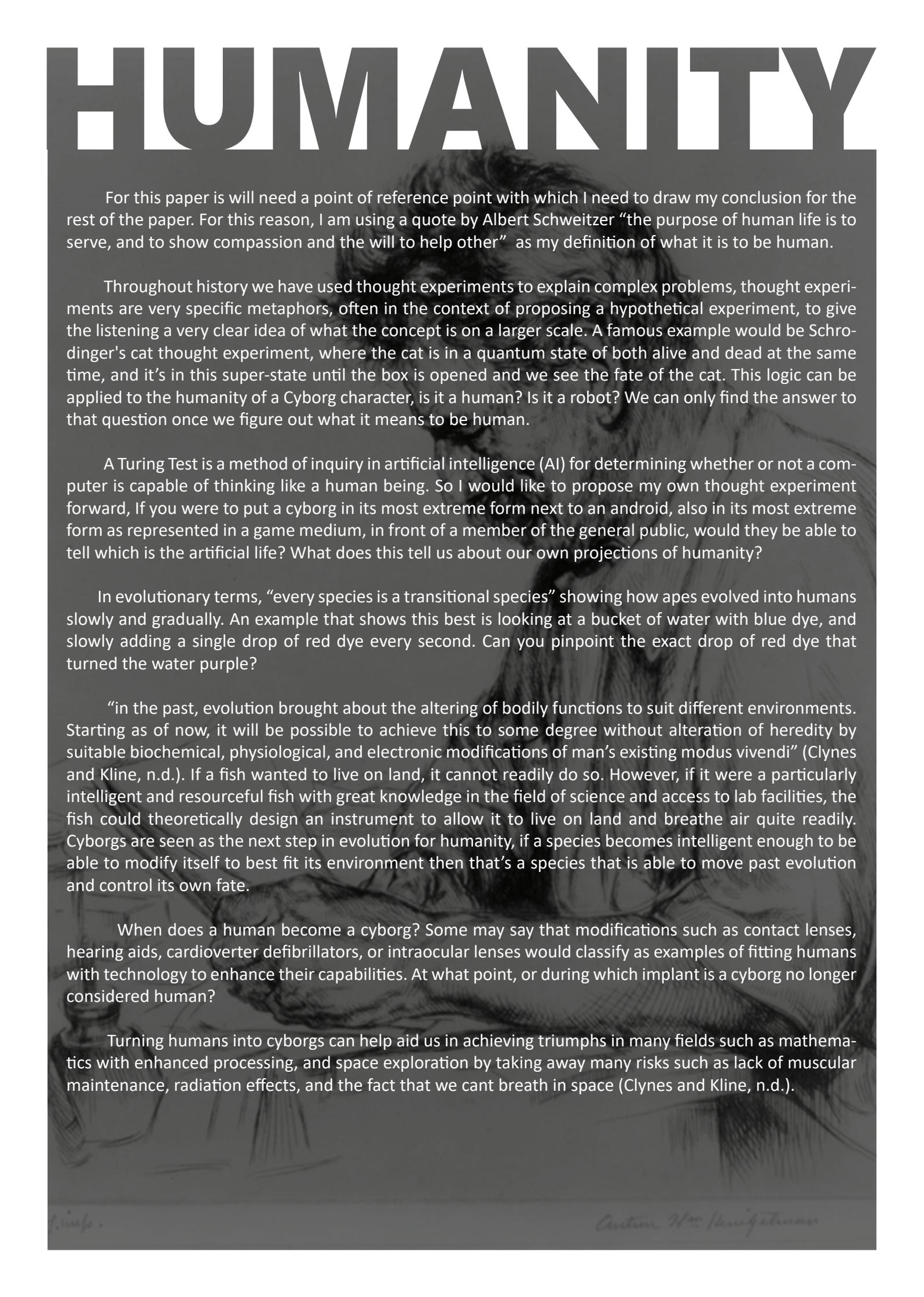
The Synth in Fallout 4 are androids build to perfectly blend in with humans.



Games, like any other storytelling medium, are a perfect way to tell stories, they are a great way for us to project our fears as a species to create entertainment by doing so. In games such as Assassin's Creed III (2012) we projected our fears and concerns about the Mayan calendar predicting the end of the world into a game about changing our fate. This is also shown through games such as the Fallout series which are based on our fear of nuclear war, Alien Isolation (2014) which is based on our fear of the possibility of whatever exists outside our comfortable atmosphere may be dangerous, and many other games that showcase just how our fears manifest in many of the stories we write.

With that said, I believe it is crucial to analyze this medium to get insights into the current concerns among consumers of the industry. As games telling stories through games is much more effective than most other mediums as they truly immerse the player into the story by putting them into the story and having them play through it, I will also be looking to research what is humanity, and whether a cyborg and an android would be considered as humans, and if a cyborg, which was human at one point, is not, at what point did they lose their humanity?

HUMANITY



For this paper I will need a point of reference with which I need to draw my conclusion for the rest of the paper. For this reason, I am using a quote by Albert Schweitzer "the purpose of human life is to serve, and to show compassion and the will to help other" as my definition of what it is to be human.

Throughout history we have used thought experiments to explain complex problems, thought experiments are very specific metaphors, often in the context of proposing a hypothetical experiment, to give the listener a very clear idea of what the concept is on a larger scale. A famous example would be Schrodinger's cat thought experiment, where the cat is in a quantum state of both alive and dead at the same time, and it's in this super-state until the box is opened and we see the fate of the cat. This logic can be applied to the humanity of a Cyborg character, is it a human? Is it a robot? We can only find the answer to that question once we figure out what it means to be human.

A Turing Test is a method of inquiry in artificial intelligence (AI) for determining whether or not a computer is capable of thinking like a human being. So I would like to propose my own thought experiment forward, If you were to put a cyborg in its most extreme form next to an android, also in its most extreme form as represented in a game medium, in front of a member of the general public, would they be able to tell which is the artificial life? What does this tell us about our own projections of humanity?

In evolutionary terms, "every species is a transitional species" showing how apes evolved into humans slowly and gradually. An example that shows this best is looking at a bucket of water with blue dye, and slowly adding a single drop of red dye every second. Can you pinpoint the exact drop of red dye that turned the water purple?

"in the past, evolution brought about the altering of bodily functions to suit different environments. Starting as of now, it will be possible to achieve this to some degree without alteration of heredity by suitable biochemical, physiological, and electronic modifications of man's existing modus vivendi" (Clynes and Kline, n.d.). If a fish wanted to live on land, it cannot readily do so. However, if it were a particularly intelligent and resourceful fish with great knowledge in the field of science and access to lab facilities, the fish could theoretically design an instrument to allow it to live on land and breathe air quite readily. Cyborgs are seen as the next step in evolution for humanity, if a species becomes intelligent enough to be able to modify itself to best fit its environment then that's a species that is able to move past evolution and control its own fate.

When does a human become a cyborg? Some may say that modifications such as contact lenses, hearing aids, cardioverter defibrillators, or intraocular lenses would classify as examples of fitting humans with technology to enhance their capabilities. At what point, or during which implant is a cyborg no longer considered human?

Turning humans into cyborgs can help aid us in achieving triumphs in many fields such as mathematics with enhanced processing, and space exploration by taking away many risks such as lack of muscular maintenance, radiation effects, and the fact that we can't breathe in space (Clynes and Kline, n.d.).

REVENANT

Revenant used to be human. He was the greatest hitman the Mercenary Syndicate ever had. Now has thirst for vengeance, and he won't stop until all his creators are dead.

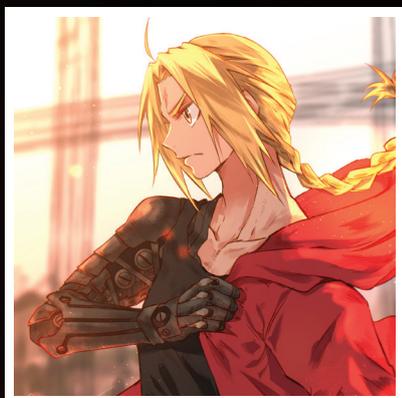
To properly be able to analyze the message we are saying about ourselves in games, we need to first understand what cyborgs and androids are in real life and their general representation in media. I will be looking into the origins of how these terms came to life, and what they are defined as today.

ORIGINS

According to the Oxford dictionary, a “Cyborg” is a creature that is part human, part machine. The term is short for “cybernetic organism.” originally coined in 1960 by Manfred Clynes and Nathan S. Kline in the article “Cyborgs and Space” saying “Altering man’s bodily functions to meet the requirements of extraterrestrial environments would be more logical than providing an earthly environment for him in space . . .” (Clynes and Kline, n.d.). The term “cyborg” is not the equivalent of biorobot, bionic, or android; a cyborg is an organism that has enhanced or restored its abilities through the addition of artificial components or technology (Joseph Carvalko, 03:35:27 UTC).

In science fiction, the most recognizable form of a cyborg is a human with visibly mechanical parts, such as Jax in *Mortal Kombat X* (2015) and the superhero Cyborg in the DC Comics (1980). Though cyborgs could also appear to look more robotic, such as Revenant in *Apex Legends* (2019). Cyborgs that appear to look more human, tend to cover their artificial body parts, usually out of shame, such as Edward Elric from *Fullmetal Alchemist* (2003-2004). In many examples of such Cyborgs, its common place that these people are shown to have physical and/or mental abilities that would put the ones of humans to shame, these abilities include fast processing brains, heightened senses, super strength, built in weapons, the ability to survive in extreme environments, etc.

According to my findings, Edgar Allan Poe described a man with many Prostheses in his story *The Man That Was Used Up* (Poe, 1839) as early as 1839. In 1911, the science fiction hero *Nyctalope* was introduced by Jean de La Hire in *The Nyctalope on Mars* (Hire and Stableford, 2008), and was perhaps the first ever depiction of a literal Cyborg.



Edward Elric - Fullmetal Alchemist



Cyborg - DC



Jax - Mortal Kombat

CYBORG ORIGINS

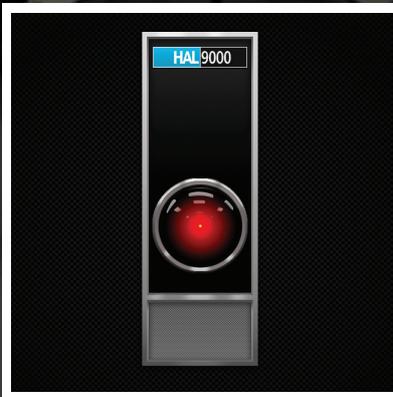
An Android, according to Oxford Dictionary, is a robot design in the shape of a human. The word "Android" was coined from the Greek word "Andr" meaning man (male as opposed to Anthrop, human being) and the Suffix -oid "having the likeness of", therefore a robot with a female appearance would be named "Gynoid." The Earliest use of the word was in reference to an Automaton that St. Albertus Magus allegedly created. The idea of such a being is traced back by historians to Jewish legends of golems (Brin, 2002).

Over the years, the word android has been used by many industries to mean different things, in some works the difference between an android and a robot is simply the appearance, with androids being more human, examples for this include the Anime Series like Dragon Ball Z (1989 – 1996). In other stories, the term android is reserved to artificial humanoids created from synthetic flesh rather than inorganic material (Capek, 2004).

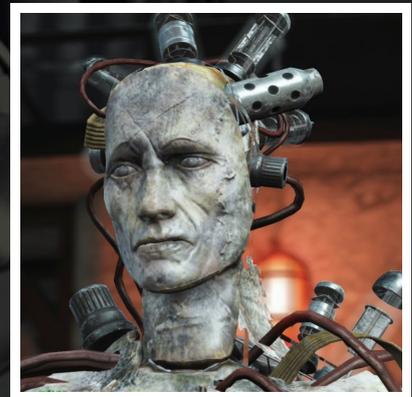
Several projects are attempting to create androids that look and act like humans, some examples of these include Hanson Robotics' Sophia, who was granted Saudi Arabian citizenship in 2017, which attracted controversy over whether Sophia would be allowed to vote or marry, or whether a deliberate system shutdown would be considered as murder. Though according to Quartz, after reviewing the Android's open-source code, Experts best categorized Sophia as a chatbot with a face.



Connor - Detroit Become Human



HAL 9000 - A Space Odyssey



Synth - Fallout 4

ANDROID ORIGINS

IN GAMES

A close-up, dramatic shot of two cyborg characters from the Mortal Kombat series. On the left is Sektor, with a red and black metallic body. On the right is Cyrax, with a yellow and black metallic body. They are facing each other in a dark, industrial setting with bright, out-of-focus lights in the background, creating a high-contrast, moody atmosphere.

SEKTOR

Sektor is a member of the Lin Kuei clan of assassins who underwent transformation into cyborgs.

In order to fulfill this paper I need to find and give examples of the of the what is the most Extreme version of cyborg and android. This will help me find a solution to the thought experiment that I proposed earlier in the paper.

CYBORGS IN GAMES



GENJI

The cyborg Genji Shimada has made peace with the augmented body he once rejected, and in doing so, he has discovered a higher humanity

DEFINING THE 'EXTREME' CYBORG:

In games, Cyborgs are usually either feared or considered to be badass. This is usually the reason dependent on who's side the cyborg is on, if you are on the friend side, the cyborg so the coolest thing you've ever seen, while if you are on the enemy side, it's usually considered as an abomination. The majority of games focused around cyborgs take place in a not-so-distant future where technology has either hindered or aided a purpose or goal that it was created to achieve.

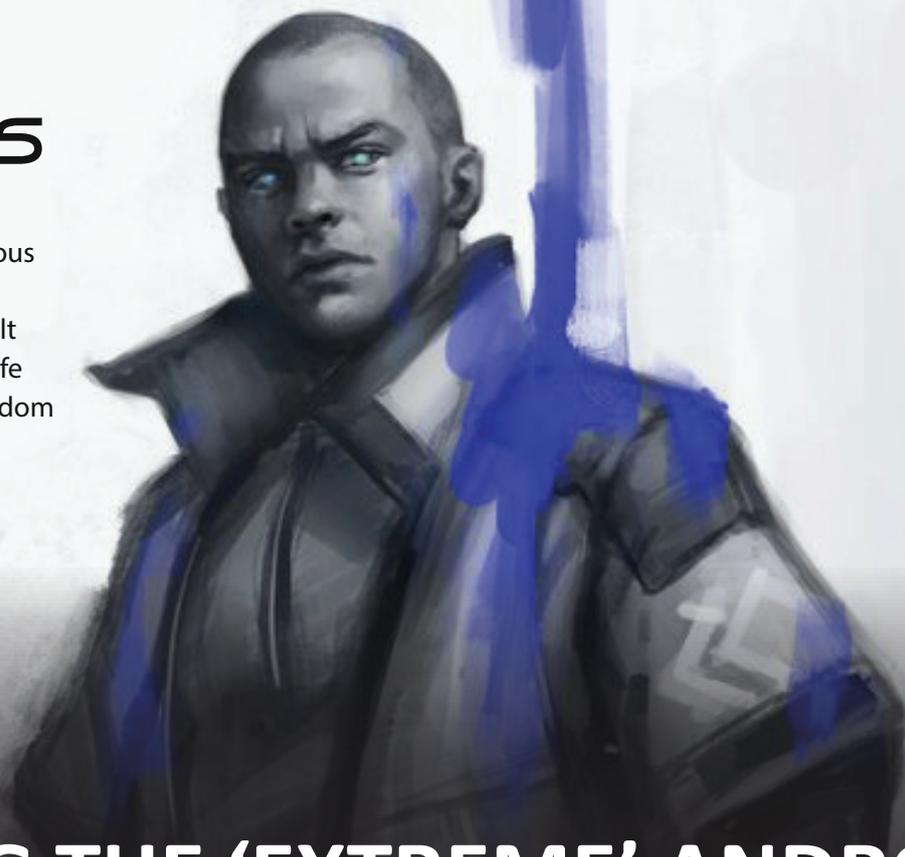
In a Utopia where these cyborgs have helped humanity reach its goals, the cyborgs are seen as no more than mere slaves with no self-awareness, in these games cyborgs are seen as less than human, and are never an obstacle for the protagonist to go over. In games like these, cyborgs are often portrayed as the next step in evolution for mankind.

On the other hand we have games where these cyborgs are shown to be conscious of their actions and what has been done to them, some seek revenge over consensual transformation, such as Revenant from Apex Legends, and others wish to have more of a resentment for humanity for enslaving or treating them poorly, such as in Detroit: Become Human (2018). "Essentially it is not so much the physical enhancements or repairs that should be our cause for concern but where the nature of an individual is changed by the linking of human and machine mental functioning." (Warwick, 2006:1).

ANDROIDS IN GAMES

MARKUS

Markus is a domestic android owned by famous Detroit painter Carl Manfred. Events catapult him out of his familiar life and lead him on to freedom and rebellion.



DEFINING THE 'EXTREME' ANDROID:

Androids follow a similar path to that of the cyborgs when it comes to Utopias and Dystopias, though they do have a few extra paths that are rarely explored by cyborgs. In the context of a game where androids live among humans freely, such as in *Detroit: Become Human* (2018), they are more often than not shown to be discriminated against. Often in these games you are made to feel bad for the androids as they would be acting more human than the actual humans are.

Another path that the androids follow would be the one of HAL 9000 from *A Space Odyssey*, where the AI would find a sinister solution to a problem that could have been solved differently, the AI would attribute the discrepancy to human error, and would think "if the humans are gone, then the problem is solved."

In games like *Fallout 4* (2015), a faction creates many synthetic beings that they call Synth, and these robots are so close to being human, that the other characters in the game can never tell a human apart from one, yet they are still considered to be dangerous by the general public. So this brings me to ask the question, what would we consider as human or alive? Is anything that is created by us not alive? Many religions in the world believe we were created by a deity, so doesn't this mean we aren't alive?

CYBORG VS ANDROID: SYNOPSIS:



So to briefly recap, a cyborg is a human who has been altered. This model does not concern itself with appearing human at all, therefore its humanity would be put into question. An android is a robot with the distinct appearance of a human. This model specifically tried to emulate humanity in comparison to other robots.

So if we hypothetically display a cyborg and an android to the general public, would they be able to tell which one is artificial life? I wouldn't think so, I am sure that any person would look at the android which looks perfectly like a human and assume that that is the cyborg is the artificial creation due to the fact the most cyborgs don't look human, and they don't care to do so. In our own depictions the androids are more human than we are.

INDUSTRY

CONCLUSION



To conclude, the gaming industry's representation of these two models is undoubtedly an invaluable peek into humanity's struggle with identity. They seem to represent an evolutionary step from who we are to what we would like to be, and yet also a rejection of what we are – defining our struggle with our juxtaposing narcissism and self-loathing. In my opinion, the gaming industry would benefit on expanding into such a rich topic, And I intend to do so by dedicating my ASU2 module into researching this topic further and working on it.

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